

What is claimed is:

1. A method for generating an image in a virtual space seen from a predetermined viewpoint, comprising:

judging whether to start a motion of a first object placed in the virtual space;

if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

if it is judged to start the motion of the first object, locating a plurality of effect objects at a front side in the moving direction from a location of the first object; and

making the plurality of effect objects sequentially not displayed in proximate order from the location of the first object at time that it is judged to start the motion of the first object.

2. The method as claimed in claim 1, wherein the making the plurality of effect objects sequentially not displayed includes making the plurality of effect objects located at a rear side in the moving direction from the location of the first object, sequentially not displayed according to the controlling the motion of the first object.

3. The method as claimed in claim 1, further comprising changing color information of the plurality of

effect objects in accordance with the motion of the first object being controlled.

4. The method as claimed in claim 3, wherein the changing the color information includes changing the color information so as to decrease a transparency degree as a distance between the location of the first object and each of the plurality of effect objects becomes shorter.

5. The method as claimed in claim 1, wherein the locating the plurality of effect objects includes:

determining a plurality of locations where the first object is to pass with the motion of the first object controlled; and

locating at each of the plurality of locations determined, an object showing a posture of the first object at time that the first object arrives at the each of the plurality of locations, as each of the plurality of effect objects.

6. The method as claimed in claim 5, wherein the plurality of effect objects are plate-like objects on which an image is mapped, the image being seen from a viewpoint different from the predetermined viewpoint, and

the locating the plurality of effect objects includes

locating the plurality of effect objects so as to intersect the moving direction by a predetermined angle.

7. The method as claimed in claim 1, wherein
the first object comprises a plurality of action-receiving parts;

a plurality of pieces of effect object information is provided to each of the plurality of action-receiving parts,

the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and

the locating the plurality of effect objects includes locating the plurality of effect objects based on the plurality of pieces of effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

8. A method for generating an image in a virtual space seen from a predetermined viewpoint, comprising:

judging whether to start a motion of a first object placed in the virtual space;

if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

if it is judged to start the motion of the first object, locating an effect object at a front side in the moving direction from a location of the first object; and

making the effect object sequentially not displayed from a side proximate to the location of the first object at time that it is judged to start the motion of the first object.

9. The method as claimed in claim 8, wherein the making the effect object sequentially not displayed includes making a rear side of the effect object in the moving direction, sequentially not displayed according to the controlling the motion of the first object.

10. The method as claimed in claim 8, further comprising changing color information of the effect object in accordance with the motion of the first object being controlled.

11. The method as claimed in claim 10, wherein the changing the color information includes changing the color information so as to increase a transparency degree at a near side to the location of the first object and to decrease the transparency degree at a far side from the location of the first object.

12. The method as claimed in claim 8, wherein
the first object comprises a plurality of action-receiving parts;

effect object information is provided to each of the plurality of action-receiving parts,

the judging whether to start the motion of the first object includes judging to start the motion of the first object if any one of the plurality of action-receiving parts satisfies a predetermined action-receiving condition; and

the locating the effect object includes locating the effect object based on the effect object information corresponding to the action-receiving part that is judged to satisfy the action-receiving condition.

13. An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

14. An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 8.

15. An image generation device for generating an

image in a virtual space seen from a predetermined viewpoint, comprising:

- a judging section for judging whether to start a motion of a first object placed in the virtual space;

- a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

- a locating section for, if it is judged to start the motion of the first object, locating a plurality of effect objects at a front side in the moving direction from a location of the first object; and

- a nondisplay section for making the plurality of effect objects sequentially not displayed in proximate order from the location of the first object at time that it is judged to start the motion of the first object.

16. An image generation device for generating an image in a virtual space seen from a predetermined viewpoint, comprising:

- a judging section for judging whether to start a motion of a first object placed in the virtual space;

- a motion control section for, if it is judged to start the motion of the first object, automatically controlling the motion of the first object in a predetermined moving direction;

a locating section for, if it is judged to start the motion of the first object, locating an effect object at a front side in the moving direction from a location of the first object; and

a nondisplay section for making the effect object sequentially not displayed from a side proximate to the location of the first object at time that it is judged to start the motion of the first object.

17. A data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

18. A data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 8.

19. A program, when the program is loaded onto an operating device, the program making the operating device execute the method as claimed in claim 1.

20. A program, when the program is loaded onto an operating device, the program making the operating device execute the method as claimed in claim 8.